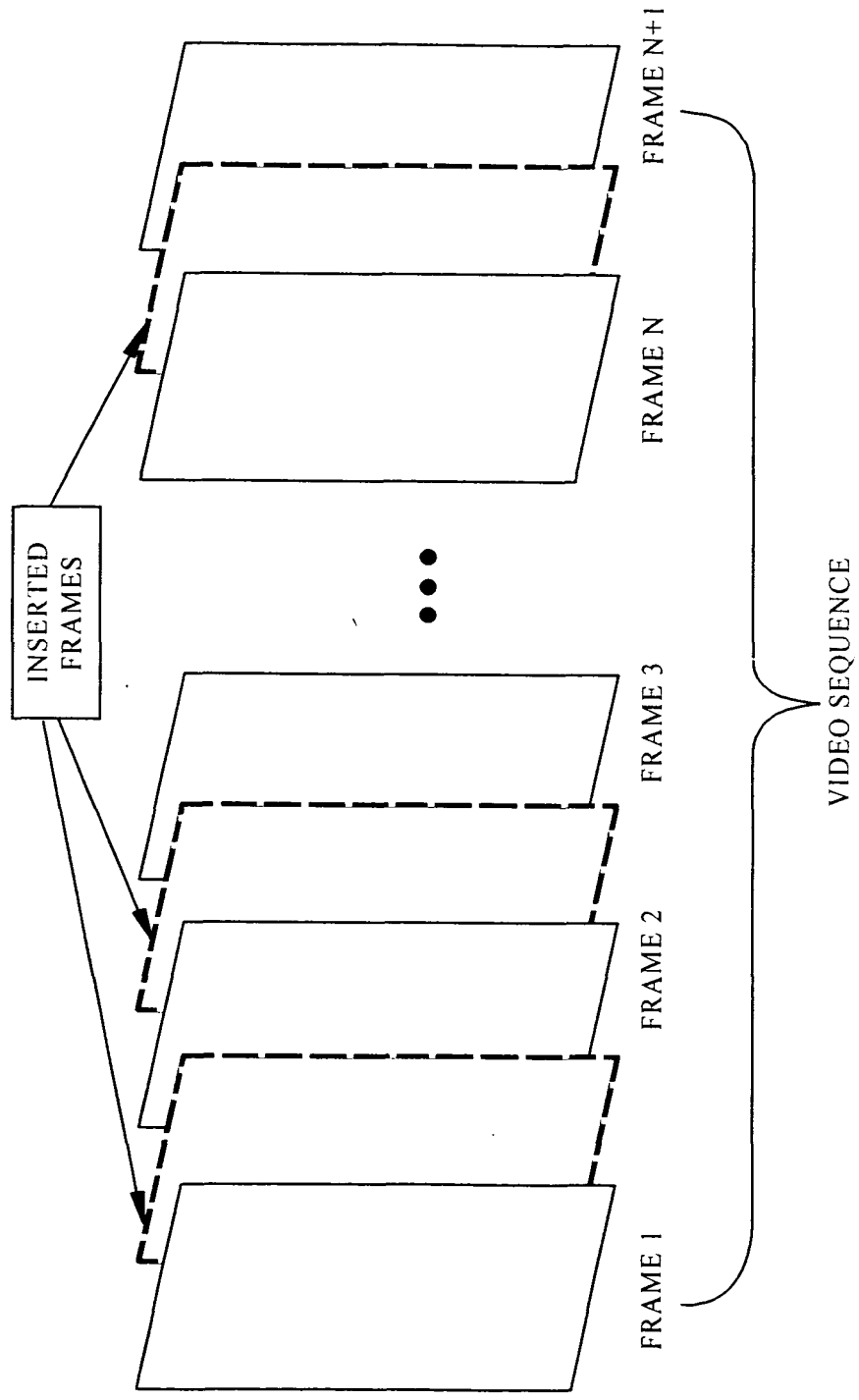


FIG.1

FRAME INSERTING PROCESS



TEMPORAL UPSAMPLING
ALGORITHM FLOWCHART

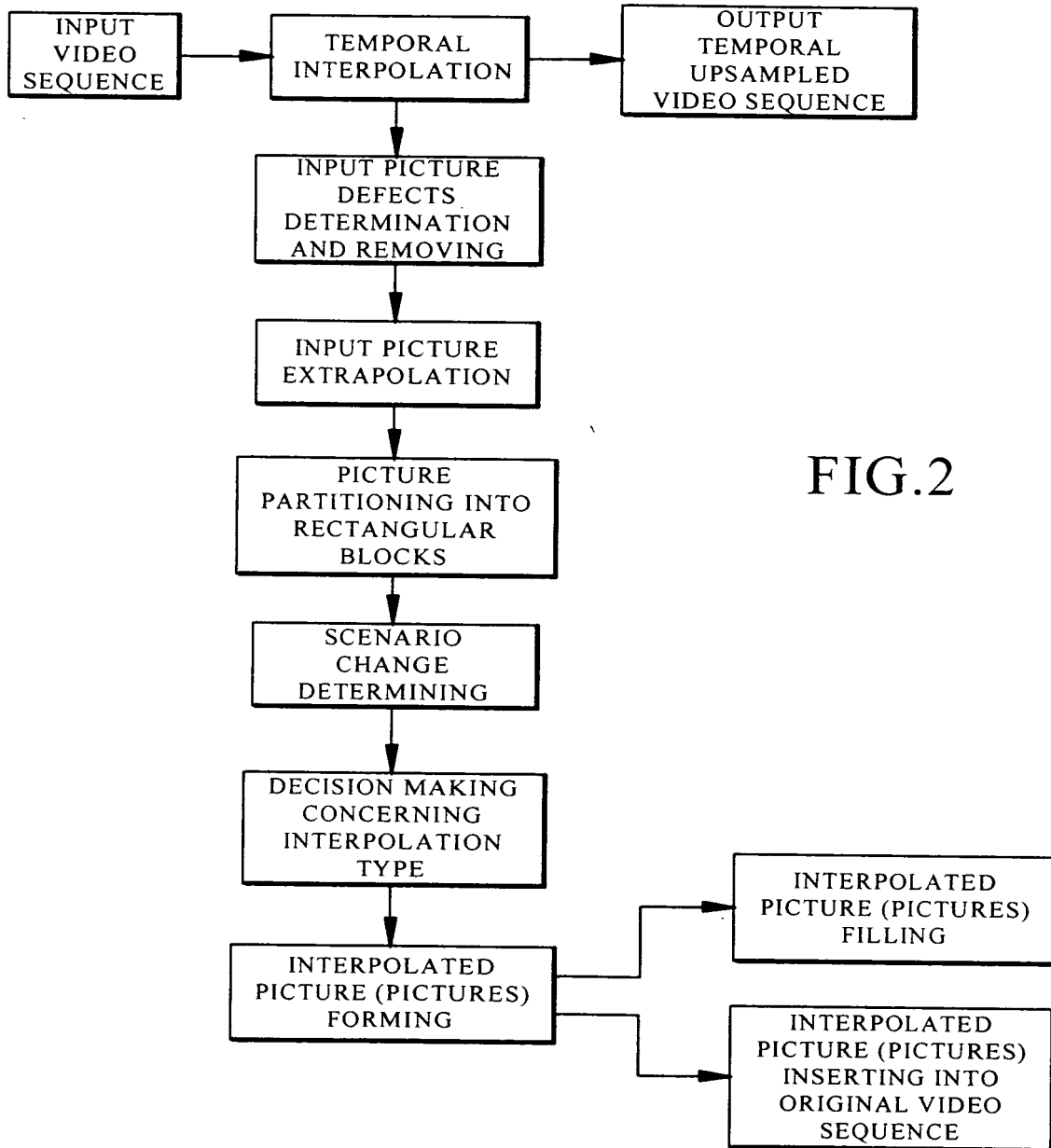


FIG.2

FIG.3
OBJECT MOTION AND OBJECT DEFORMATION EXAMPLE

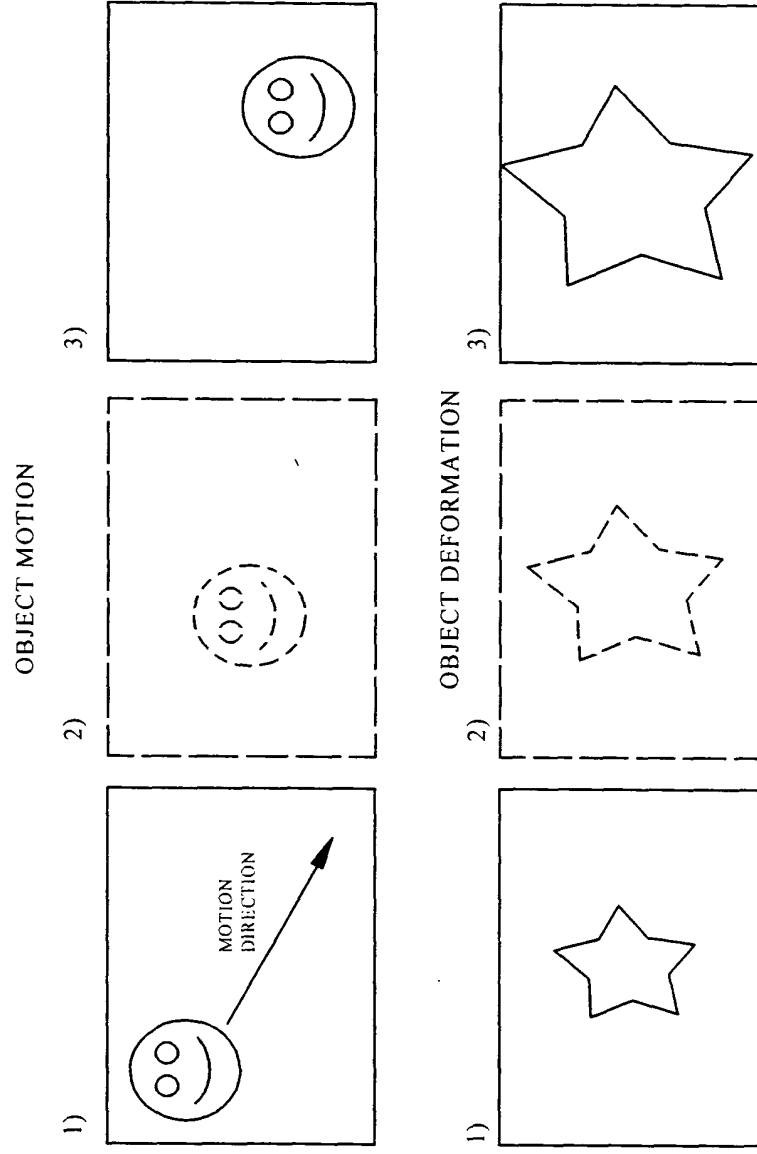
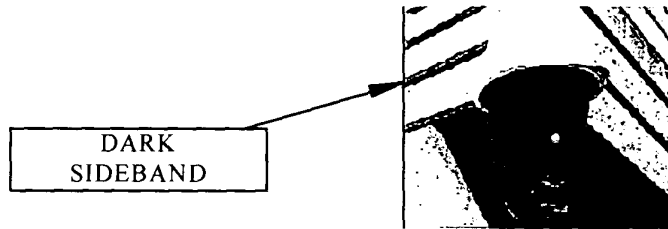


FIG.4

4a

DARK SIDEBAND DETERMINATION



THE 1st PICTURE OF "FOREMAN" VIDEO SEQUENCE

4b

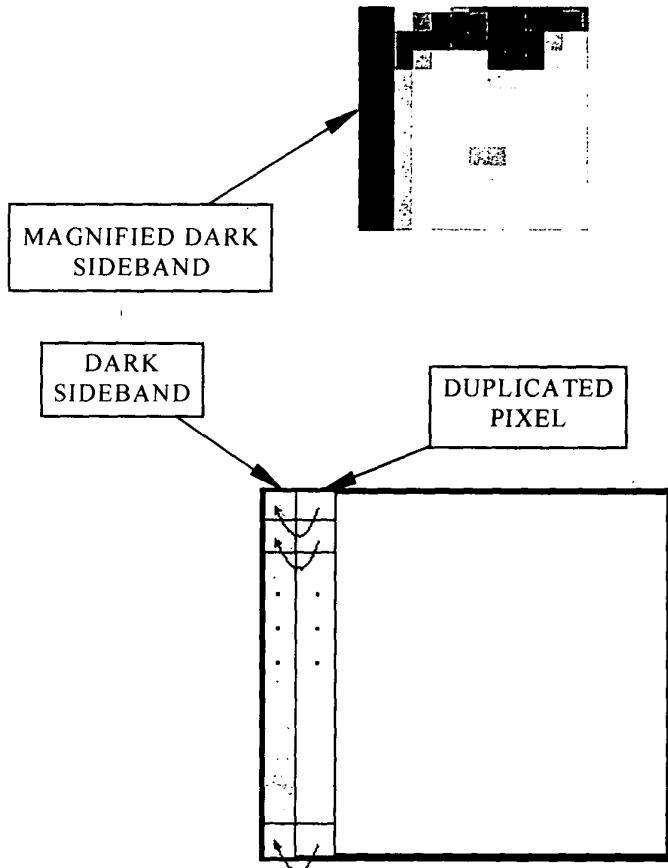
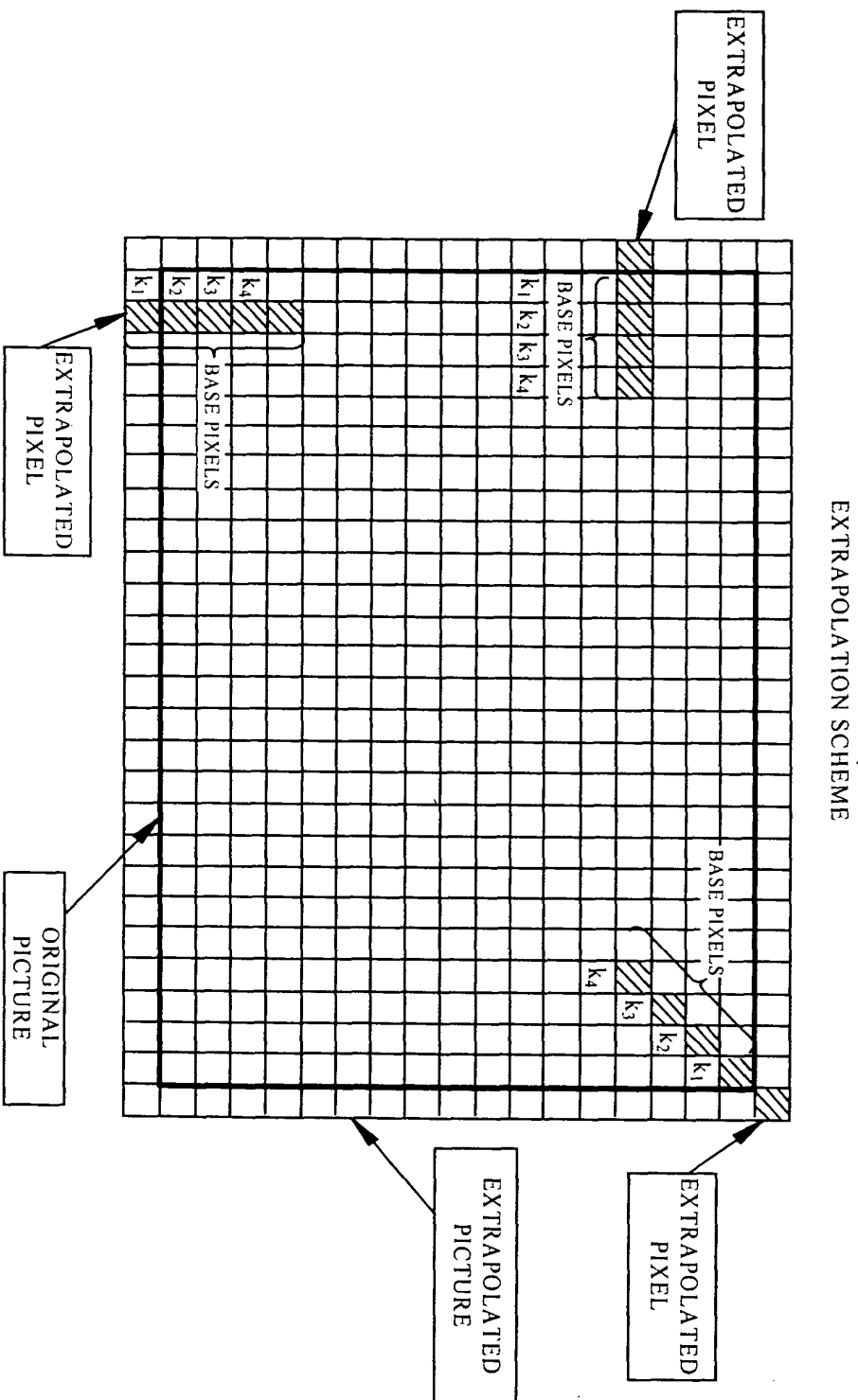


FIG.5



TEMPORAL UPSAMPLING FOR FOREMAN SEQUENCE

A, C, D, G, H, K-ORIGINAL FRAMES FROM FOREMAN VIDEO SEQUENCE
B, E, F, I, J-INTERPOLATED FRAMES

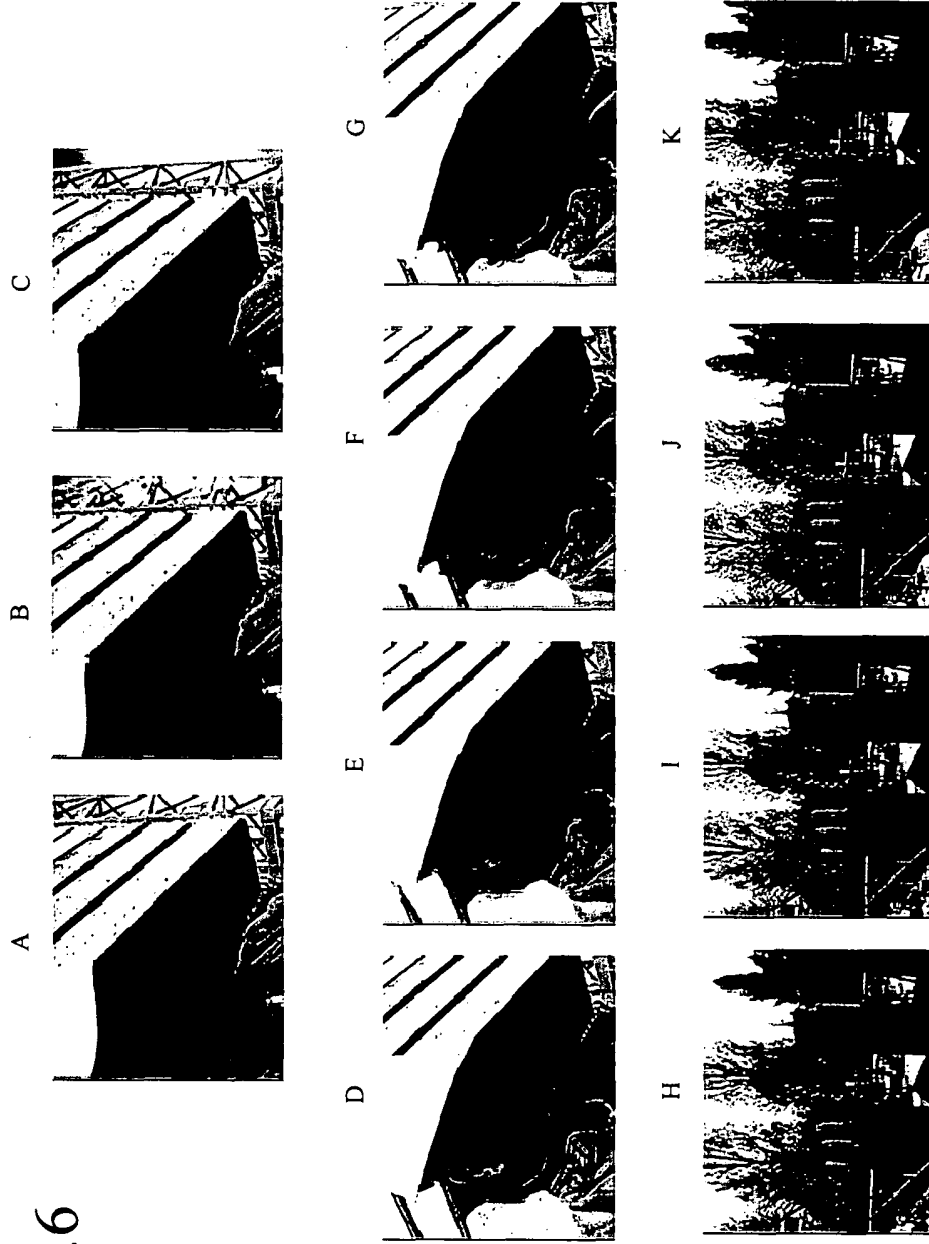


FIG.7

TEMPORAL UPSAMPLING RESULTS FOR FOOTBALL VIDEO SEQUENCE

A



B



C



A AND C - ORIGINAL FRAMES
FROM FOOTBALL VIDEO
SEQUENCE

B - INTERPOLATED FRAME

FIG.8

BLOCK EXPANDING

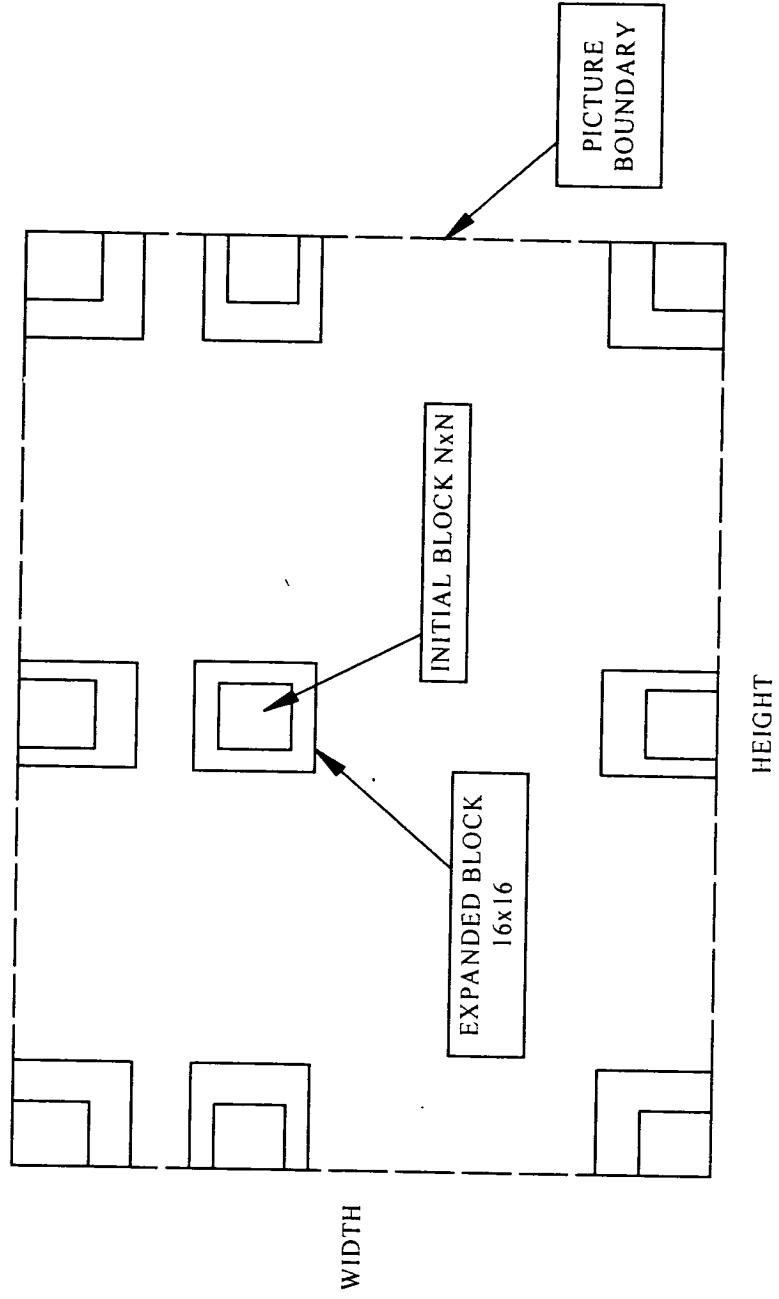


FIG.9

BLOCK PASSING ORDER

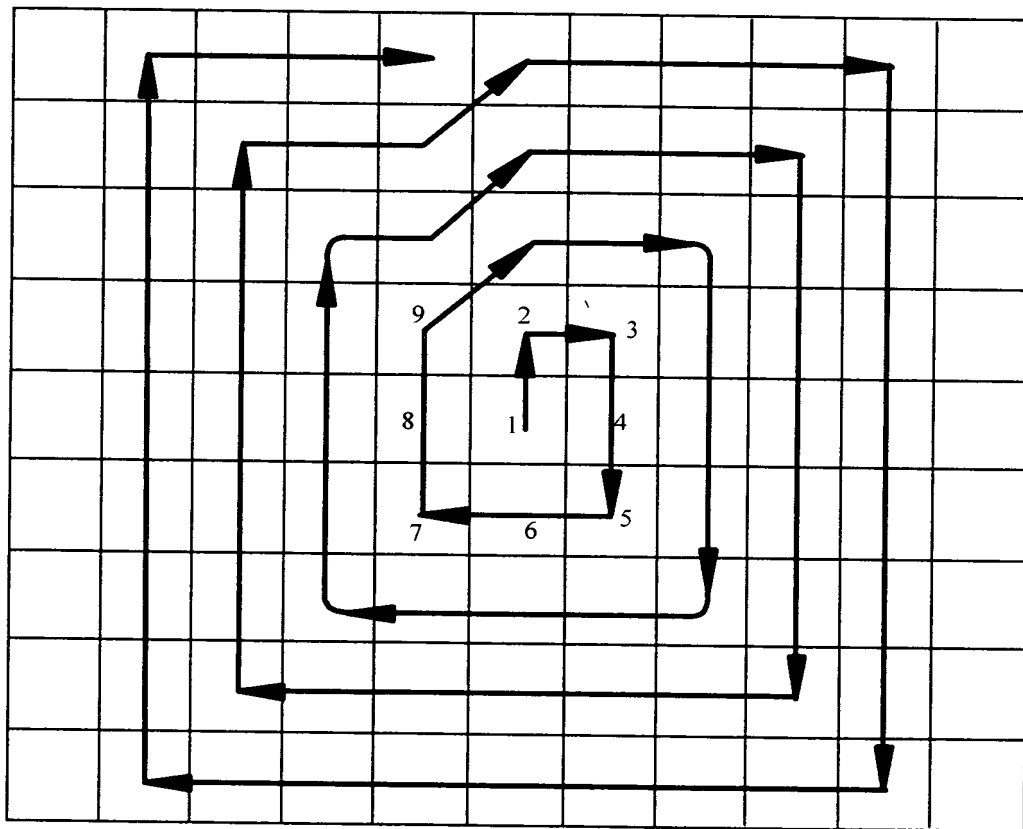


FIG.10

BLOCK SEARCHING STRUCTURE

				4				
			4	3	4			
		4	3	2	3	4		
	4	3	2	1	2	3	4	
4	3	2	1	0	1	2	3	4
	4	3	2	1	2	3	4	
		4	3	2	3	4		
			4	3	4			
				4				

FIGURES 1, 2, 3, 4 ARE NUMBERS OF SEARCH ZONES